

ColecoVision

XONOX™

WORD FEUD

— *Instructions* —



WORD FEUD

Victory doesn't always belong to the fastest player in WORD FEUD. It's not enough to quickly find a likely word match in the maze and move your window over it. You must also be sure that it is the right word and that means finding the other copy!

Remember — even if you think you've found the right word, it might not be the one you want — because in each round there is always a decoy word there to confuse you. The decoy word can even be the same word as the one hidden, but with different colors!

— The Word Feud Team —



GAME OBJECTIVE:

Your screen is filled with letters in which a particular word is hidden twice. You have to find the hidden word and, using your joystick, position your window over one of the two instances of the word hidden somewhere in the jumble of letters! Although only one person on each side can actually control the window, anyone who can see the screen can participate, and if you have more than two participants you can split into two teams and all enjoy the fun!

The program has many variations. You can choose whether the mystery word is given or not; whether you play on your own, against the computer, or against another person; whether you have three or four-letter words; and whether you use joysticks or keyboard controls.

TO LOAD:

1. Hook up your video game system. Follow the manufacturer's directions.
2. With the power "OFF", plug the game cartridge into your video game system.
3. Now turn the power on. If no picture appears, check connection of your game console to TV; then repeat steps 1, and 2, and press RESET.

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

You may need to adjust your Vertical Hold on your T.V. set.

INSTRUCTIONS

If there is only one player, he or she should use Port 1 for the joystick.

TO PLAY:

Press #1 if you need to change your options. Then press #3 to get the game screen. If you don't want changes, just press #3. You can choose what type of game you want to play. Move the jumping man with the #1 key to choose between WORD GIVEN, FOUR-LETTER WORD, AND THREE AND FOUR-LETTER WORDS.

GAME LAYOUT & PLAY ACTION:

WORD GIVEN OPTION

This is a version for younger children. It's a stimulating game, and a very good exercise for kids learning to read, because it requires them to look at a word and remember it. A three or four-letter word is shown at the top of the screen, and two copies of it are hidden in the jumbled letters. You must move the window with the joystick or keyboard controls, and position it over either of the copies of the word. When the window is in position, press the joystick fire button or the appropriate shift key to score! Each time you score by getting the correct word, you get a jumping man hopping at the bottom of the screen. If you get it wrong you lose two jumping men. YOU WIN (this applies to all variations of the game) when you have a whole row of those crazy, spastic men leaping at the bottom of the screen. Kids have a blast!

FOUR-LETTER WORD OPTION

A question mark at the top of the screen shows that you must find which word is hidden. The correct word will appear twice and always in the same colors! But, BEWARE! A "red herring" word will appear as well, and other words will appear by chance. So to be sure you have the right word, you must find both instances. You score one jumping man for being right, but lose two for being wrong. So, if you gamble, the odds are against you!

THREE OR FOUR-LETTER WORD OPTION

A toughy! You don't know whether the hidden word is three or four letters. Lots of three-letter words arise by chance, making it harder

to find the matching pair. The window has an open right hand end, and you must place it so that the left end is over the start of the correct word. BEWARE of three-letter words (such as "lip") that are really part of a four-letter word (such as "slip" or "clip").

NUMBER OF PLAYERS:

Move the jumping man with the #2 key in order to choose between the options explained here.

ONE PLAYER

This is a relaxed, non-competitive game where you play just for the pleasure of it. You can solve the puzzle in your own time. A round is complete when you have a whole row of jumping men.

PLAY AGAINST THE FROG AND THE BUTTERFLY

This is a lively, highly competitive version. You have to find the hidden word before the frog or butterfly uncover both copies. If you zap the wrong word, you lose two jumping men—and, if the frog or flitting butterfly find both copies first, you lose one man. You win by getting a whole row of jumping men.

The frog and the butterfly score points each time they eat a letter! Keep their score as low as possible (The score panel keeps track of your BEST SCORE as well as the CURRENT SCORE). When you are playing the WORD GIVEN OPTION, the frog and the butterfly get 10 points for every letter they eat. When you are playing the FOUR-LETTER WORD OPTION, they get 2 points per letter. When you are playing the THREE OR FOUR-LETTER OPTION, they get 1 point per letter.

TWO PLAYERS

A really exciting game! Particularly fun when no word is given. Suddenly WORD FEUD takes on a new dimension—involving expert bluffing and taking intelligent, calculated risks. The play is the same as always, but now each player has a window. The first one to find the hidden word scores the jumping man!

INSTRUCTIONS cont.

THE TWO PLAYER game with the word not given is a wonderfully exhilarating game of strategy that can be played by more than two players. Make up two evenly matched teams, each with one person controlling the window, while the other team members can help by scanning the screen for the correct word and keeping a close eye on the moves of the opposing team.

TO RESTART THE GAME:

Press the #1 key at any time during play to start a new round of the same type of game, or if you want to start a new game with a different variation, press one of the other keys where you choose the type of game you desire.



WINNERS LOG

[illegible]

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, this warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.

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